



# METAL SLUG 3

TM

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## Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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**See back page of this manual for Customer Service Numbers.**

SLES-52599-ANZ

**1-2 Player • Memory Card (8MB) (for PlayStation®2) : 105KB minimum • Vibration Function Compatible**

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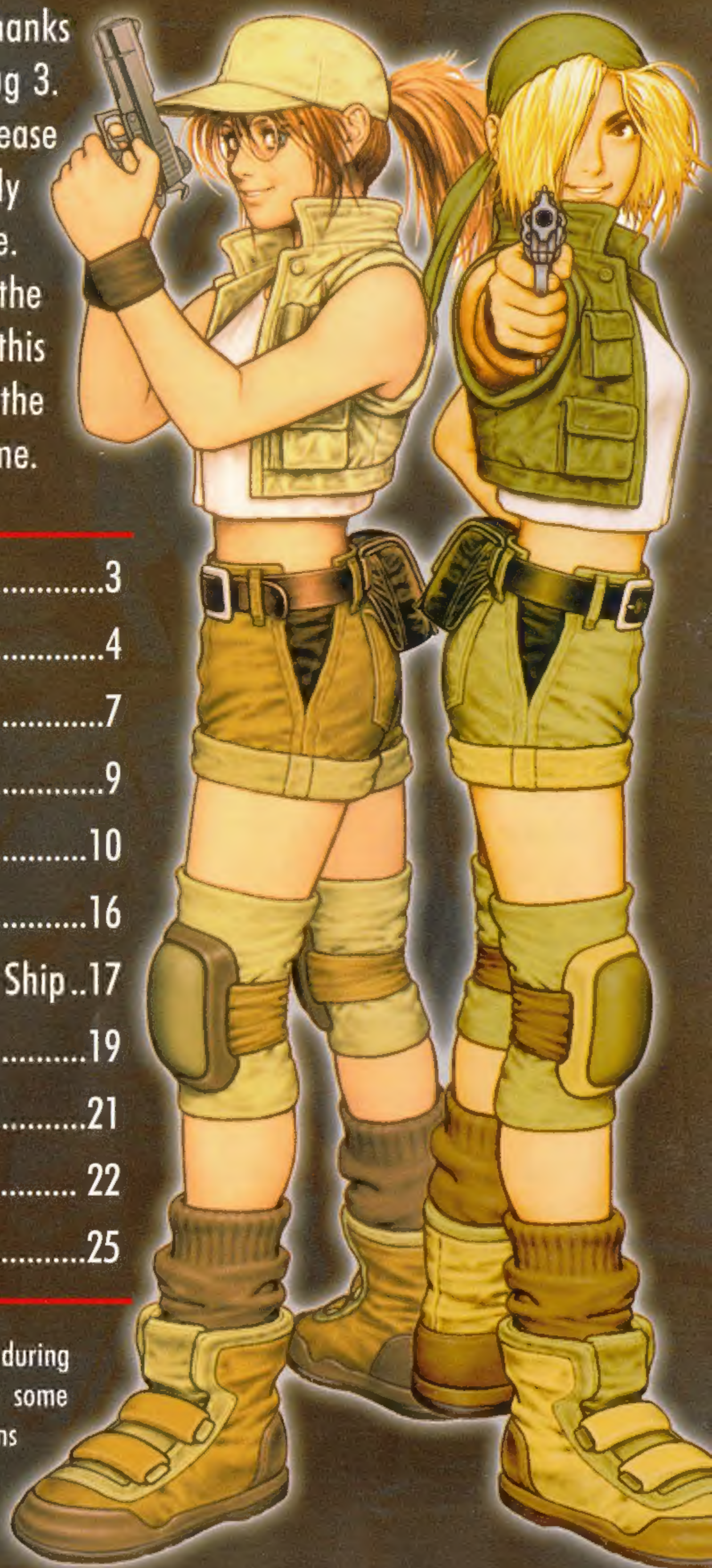
# CONTENTS

Here's one "Kablam!" of thanks for the purchase of Metal Slug 3. To get the most enjoyment, please read this manual carefully before beginning the game. Before beginning you play the game, please read through this user's manual carefully to get the most enjoyment from this game.

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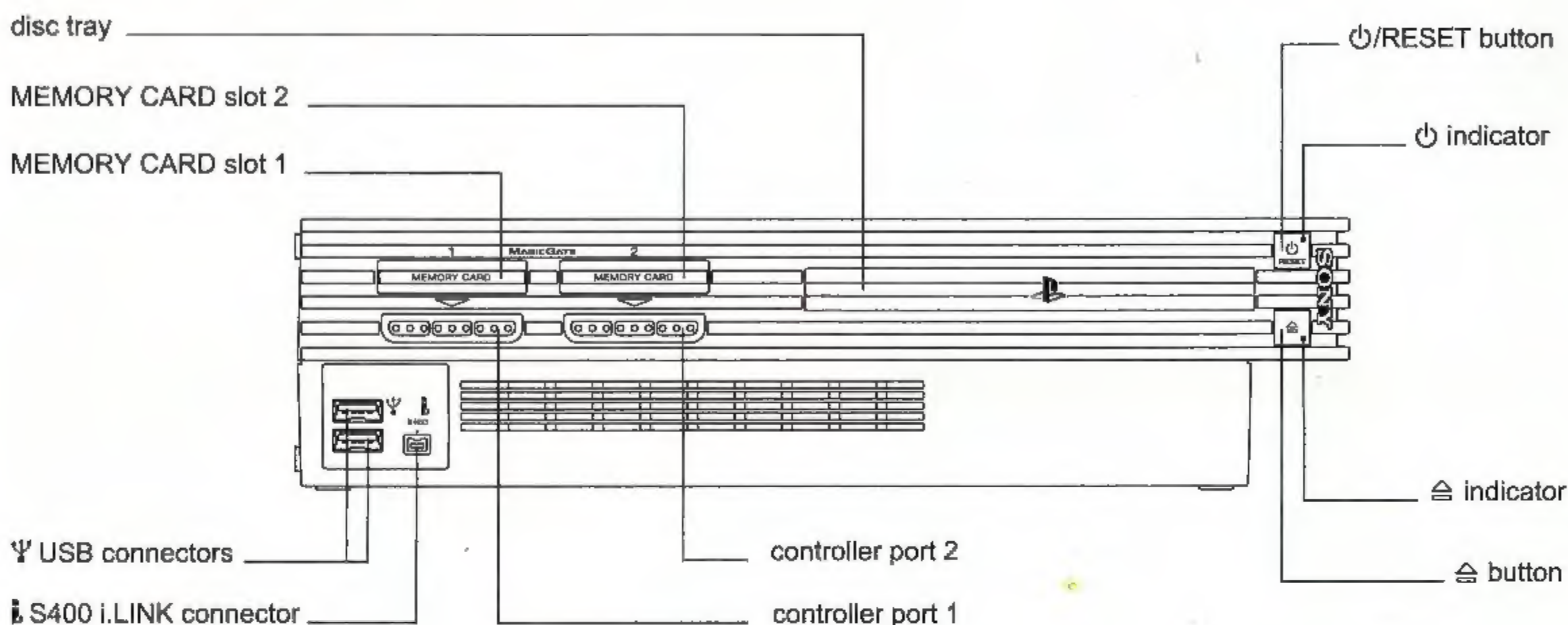
\*All images shown herein were created during game development. Please note that some aspects of the game and specifications may have been made for product improvement.





# SET UP

## PlayStation®2 [front panel]



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏻ button. The disc tray opens.
4. Place the Metal Slug 3 disc on the disc tray with the label side facing up. Press the ⏻ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using this software.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. This title only supports a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.





# BRIEFING

## OVERVIEW

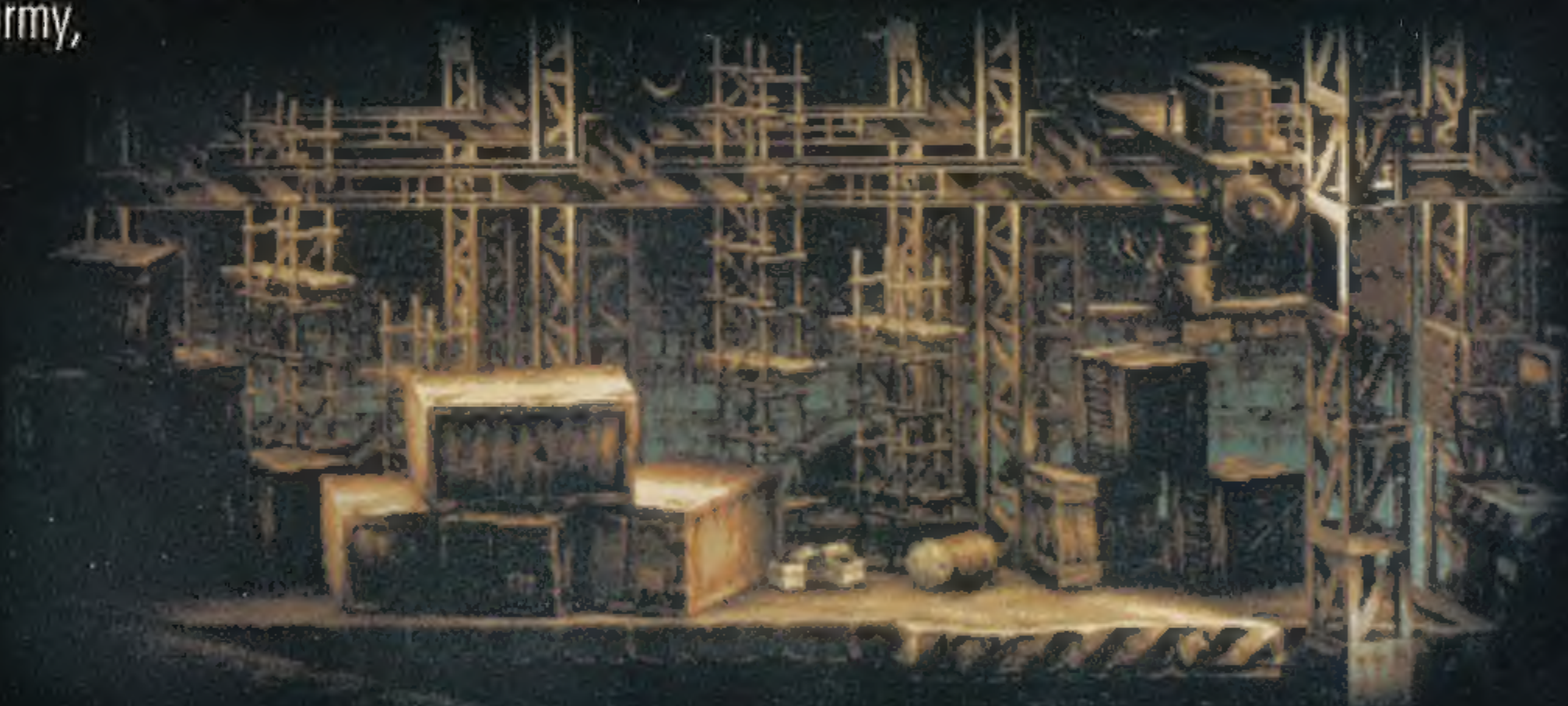
## How to handle Metal Slug 3

### FIRST, THE BEGINNING

The Metal Slug series of games ("Metal Slug," "Metal Slug 2," and "Metal Slug X") is an all-out shooting game crafted by game artisans who dare to battle against the competition in this age of 3D games with intricate 2D graphics! The gist of the game is this: a battle breaks out between the Government Army and rebels led by General Morden, and all the action occurs in the conflict known as "Morden's Battle." But what enemy awaits our heroes in "Metal Slug 3"...? Here's the low down:

### SETTING OF "METAL SLUG 3"

Thanks to the superhuman efforts of Marco and Tarma, as well as Eri and Fio, the second coup d'état of General Morden who advocated the "construction of a New World Order" has been defeated. Contrary to their wishes after this battle, Major Marco and Captain Tarma, who were instrumental in crushing Morden's army,



were ordered to assume leadership of the Peregrine Falcons Squad (abbreviated as PF Squad) after their requests for discharge were ignored. The abilities of these two are still deemed necessary to wipe out the remnants of Morden's army scattered throughout the world.

While Marco and Tarma waged their fearsome war against the remnants of Morden's army, a rash of strange occurrences broke out all over the world. These included Abductions of livestock, abnormally large shellfish and beetles, and kidnapping of the leading figures of various countries. — Sensing that a fearful presence other than General Morden was involved, these prompted the the Intelligence Agency of the Government Army was prompted, sensing that a fearful presence other than General Morden was involved, to develop and carry out a mission that forced the special-ops unit SPARROWS and PF Squad to work together. Previous investigations by the Intelligence Agency led to one undeniable conclusion: "alien intelligence" was behind all of this.



## **Morden's Battle 2 What is MCC2 (Mission to Crush Coup Two)...?**

It's the name of the previous mission to crush the second rebellion led by General Morden. Given its secrecy, the general public knew nothing of it. Even after it ended successfully, the Government Army refused to reveal it. Reasons for this action remain unclear. Rumour has it that the secrets behind it are too shocking, but conspiracy theorists surmise that Morden, said to have "died accidentally," is quite alive and well.

## **The Peregrine Falcons Squad**

Without seriously examining the causes behind the coups, the Government Army, apparently learning nothing from the Morden War that stretched over two conflicts, ignorantly devotes itself to hunting down the rebel remnants and employs a "policy of force" that is no different than that of the past. Those instrumental in hunting down these remnants are the heroes of the big war, the Peregrine Falcons Squad (PF Squad). The public who believes undoubtedly that the "antichrist" Morden was solely responsible for the coup and heaps lavish support on PF Squad to eradicate Morden's forces, but However, there tends to be resentment mixed with jealousy toward PF Squad among some soldiers who sense the corruption of the Government Army. Marco, raging with hate against Morden, fails to see this, while Tarma has the feeling that the military is not being all it can be.



## **Sparrows**

It may be a result of poor PR skills, but the appraisal of SPARROWS remains low in spite of their activities during the big war. Perhaps it's because Marco and Tarma are so famous, but it's probably due more to the closed nature of the Intelligence Agency. Stated more bluntly, SPARROWS are an object of contempt among the Government Army's upper echelons.



## Details Leading to the Investigation of Mysterious Incidents

In spite of the existence of numerous witnesses, testimony, and proof that suggested the existence of "alien intelligence" during the two big battles of the Morden War, the upper echelons of the Government Army ignored these as "wild flights of fancy" and the "products of mass panic in extreme situations." Apparently only the Intelligence Agency seriously pursued the facts; however, this caused a wider rift between powers that be and that affects the current situation.

### ASIDE: The Promotions of Eri and Fio

The mission to crush Morden's second coup d'état was top secret. Consequently, the military put off showy promotions, but noncommissioned officers whose achievements were remarkable proved exceptions to this rule, and Eri was promoted from a sergeant to a sergeant second-class, while Fio went from a sergeant first-class to a sergeant-major. Aside from those like Eri, it was the posture of the Intelligence Agency to overuse the promotion process for those with the level of achievements of Fio. But the upper echelons of the Government Army derided and ignored them, since they did not attach any importance to SPARROWS in the first place. For reasons unknown, Fio subsequently shot up from the rank of sergeant-major to senior sergeant-major, practically receiving a special promotion of two ranks. . . .

### ASIDE: Animal Slugs

In the previous big battle, given that Camel Slug proved more effective than expected, the Government Army appears to have concentrated its research on developing new "slugs." The general term for these is "animal slug." They require no fuel, nor do they need maintenance. More than anything, their suitability for covert operations seems to explain the military's passion for these.







# BASIC COMMANDS

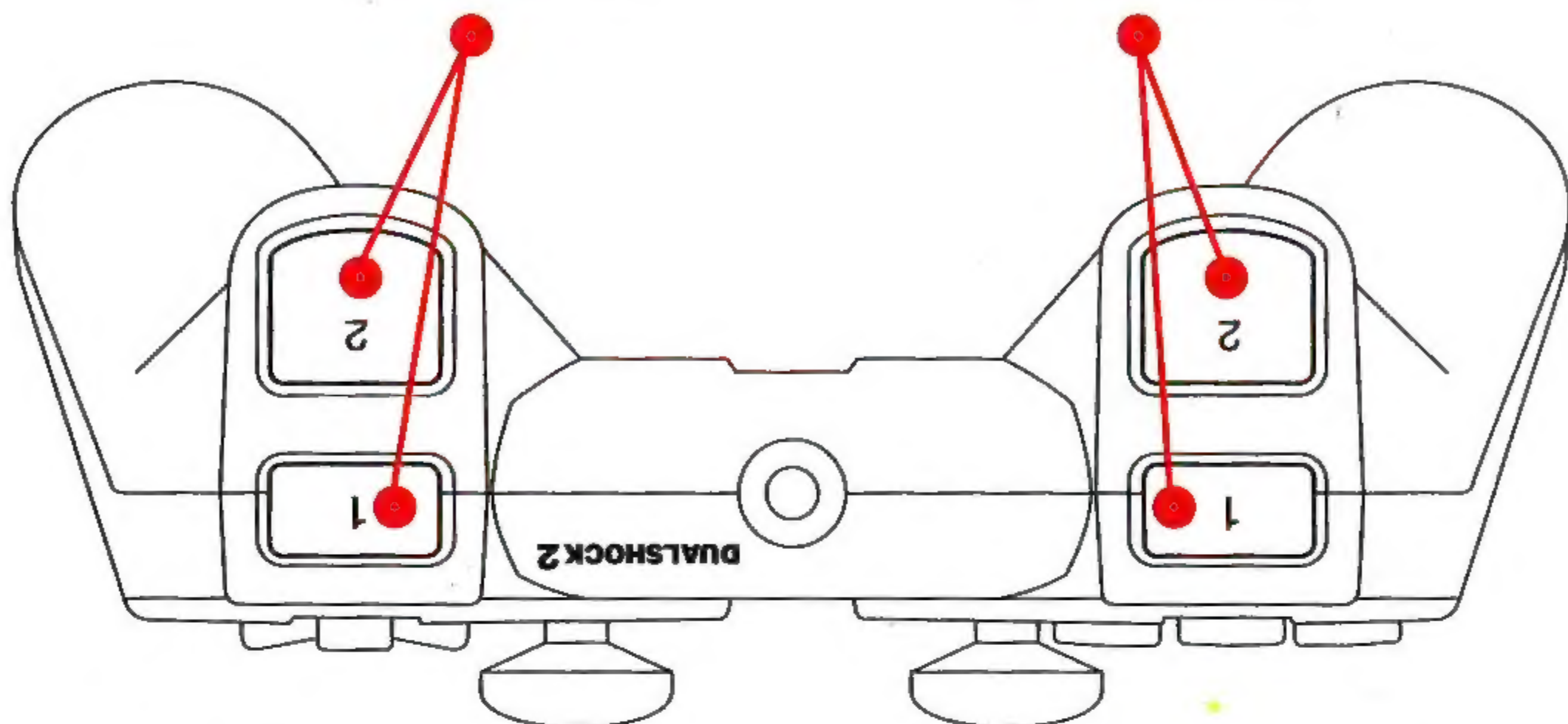
## OVERVIEW

How to handle Metal Slug 3

This game is for one to two players. When playing the game, insert your controller into controller port 1 of the PlayStation®2. When playing with a second player, insert another controller into controller port 2.

**L1 & L2** Not used

**R1 & R2** Not used



### Directional button

Selects menus and menu items / Moves character

☐ **Button**

Confirms selections

**button**

Not used

**button**

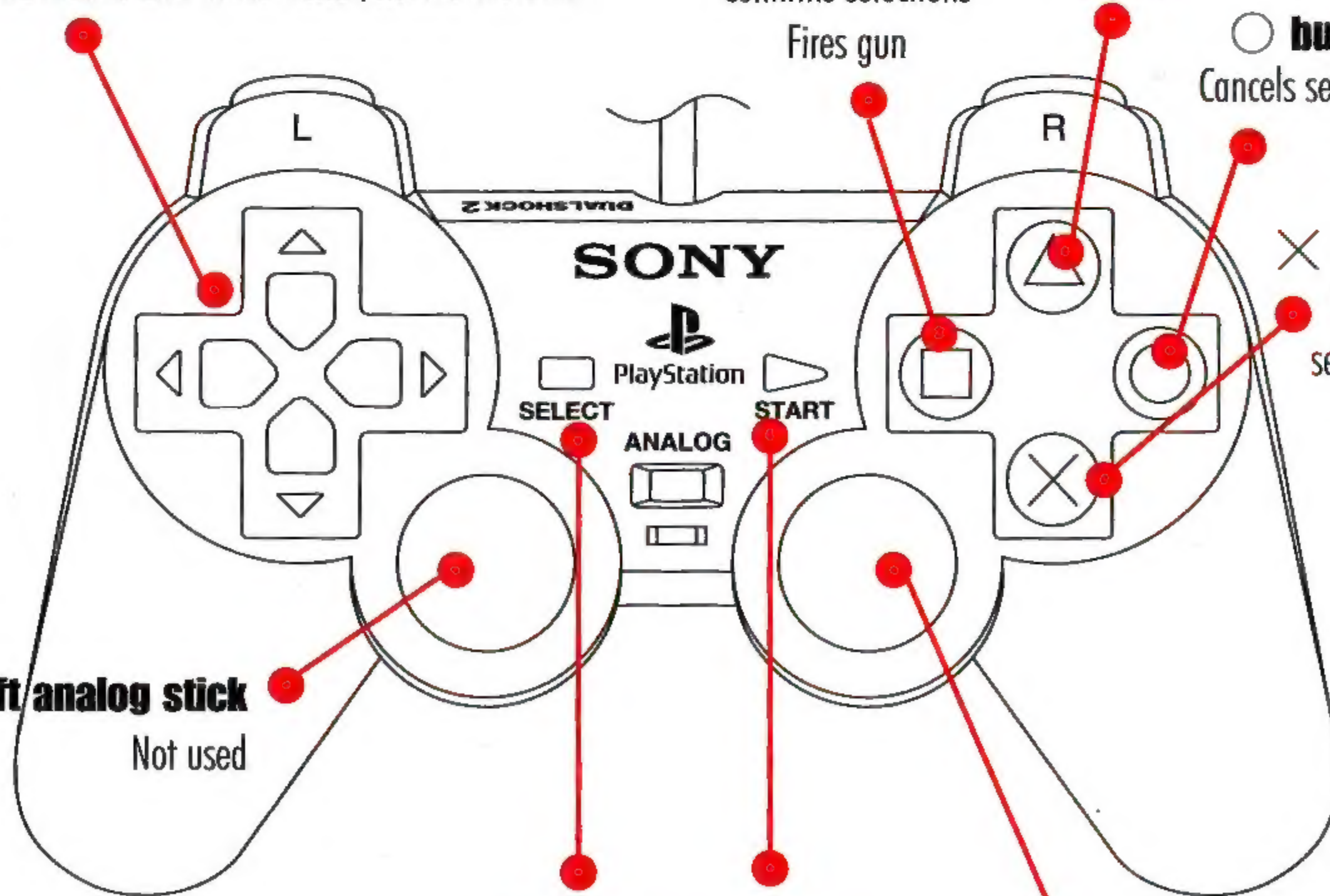
Cancels selections

**button**

Confirms selections / Jump

### Left analog stick

Not used



**SELECT**

Not used

**START**

Starts game play  
Calls up the Pause Menu  
Begins burst-in play

**Right analog stick**

Not used





# COMMAND LIST

## FOR THE TITLE SCREEN:

START button ..... Starts game play (calls up the main menu)

## FOR VARIOUS SELECTION SCREENS:

Directional button.....Selects menus and menu items

○ button ..... Cancels selections (returns to previous screen)

□ button ..... Confirms selections (only selection of characters)

× button ..... Confirms selections

## FOR USING PLAYER CHARACTERS:

START button ..... Calls up the Pause Menu / Begins burst-in play

Directional button ..... Moves character, crouch (determines direction of shot)

□ button ..... Fires normal gun and power-up gun

× button ..... Jump

○ button ..... Tosses grenades (number of grenades is limited)

When you find a vehicle, get next to it and push the ○ button to board it.

## WHEN RIDING VEHICLES:

START button ..... Calls up the Pause Menu / Begins burst-in play

Directional button.....Moves vehicle, crouch (determines direction of shot)

□ button ..... Fires the Vulcan cannon, etc.

× button ..... Jump

○ button ..... Fires cannon, missiles, etc. (ammo is limited)

□ button + × button ..... Metal Slug Attack (vehicle slams into enemy and explodes)

To get out of the vehicle, press 'down' on the directional button and the × button simultaneously.

## WHEN ENTERING NAMES:

Directional button ..... Select the letters you want to enter or END

○ button ..... Delete letter

× button ..... Confirm selected letter (input)





# BEGINNING GAME PLAY



Pushing the START button when the Title Screen is displayed will display the Main Menu Screen. Rotate the cylinders with the directional button to select menus and push the  $\times$  button to confirm selections. Press the UP directional button to rotate cylinders counterclockwise, and press the DOWN directional button to rotate them clockwise.. Pushing the  $\bigcirc$  button returns you to the Title Screen.

## MAIN MENUS

### ARCADE MISSION

Lets you play the arcade version of 'Metal Slug 3' from the beginning. Make your way through the raining bullets and complete your mission. (See p.10.)

### MISSION SELECT

Select the desired mission and begin playing the Arcade Mission from here. (See p. 16.)

### 'STORMING THE UFO MOTHER SHIP'

This is a bonus mission you can play after clearing all of the Arcade Mission. Become a soldier in Morden's army, storm into the UFO mother ship, and rescue captive comrades. (See p. 17)

### FAT ISLAND

This is a bonus mini game you can play after completing all Arcade Missions. Defeat your enemies, get the food, and put on those kilos! (See p. 19.)

### WAR RECORDS REPORT

Lets you look at the rankings of war records in the Arcade Mission and a list of the names of hostages you've rescued. (See p. 21.)

### OPTIONS

Lets you change various game settings and save and load data. (See p. 22.)





# ARCADE MISSION

The 'Arcade Mission' can be described as the main game mode in which your objective is to find out the real identity of the enemies behind the mysterious events (introduced in the stories of the Briefing section pages. 4 - 6) - and wipe them out! Make the most of weapon items and vehicles to crush the enemies standing in your way and complete all missions!



## BEGINNING MISSIONS

Before you begin your mission you must choose one of the four characters: Marco, Tarma, Eri, and Fio. The mission begins when you make your selection.

## SCREEN DESCRIPTION



Waiting for second player to join

- 1 REMAINING TIME:**  
Displays the time limit for the current battlefield. If it runs out, the mission fails and you lose one player character.
- 2 SCORE**
- 3 REMAINING PLAYER CHARACTERS:**  
Displays the remaining number of player characters you have.
- 4 VEHICLE LIFE GAUGE:**  
Decreases as your vehicle is hit, and the vehicle will explode when the gauge runs out. This is used only when riding a vehicle.
- 5 REMAINING AMMO:**  
Displays the remaining ammo for the weapon currently in use (power-up guns, etc.).
- 6 REMAINING EXPLOSIVES:**  
Displays the remaining amount of grenades, cannon shells, missiles, etc.



## PAUSE MENU

Pushing the START button during game play freezes the game screen and calls up the Pause Menu. Push 'up' or 'down' on the directional button to choose a menu and push the X button to confirm your selection.

### CONTINUE:

Closes the Pause Menu and resumes play.

### QUIT GAME:

Ends the game and returns you to the Title Menu.



## TWO-PLAYER SIMULTANEOUS PLAY & BURST-IN PLAY

By pushing both START buttons on the Player 1 and Player 2 controllers, you can play the two-player Arcade Mission with a partner. When you play this two-player simultaneous mission, though, you and the other player cannot choose the same character. And when one player is playing a game, another player can push the START button on the unused controller to 'burst-in' to the game. This will begin two-player play.



### CONTINUE

The continue countdown appears on the screen when your last character player dies. Push the START button before the countdown runs out to continue playing.

## FIND A HOSTAGE? SAVE HIM!

There are hostages that are your captured allies throughout each stage... If you find them, rescue them quickly. You can cut their bonds with bullets and knives and rescue the freed hostages by touching them. Freed hostages will pull weapon items and score items from their pants (how they got in their pants in the first place, no one will ever know...!)









## WEAPON ITEMS

Various weapon items appear during the game when you wipe out enemies or save hostages. Getting these items allows you to obtain weapons like power-up guns and perform powerful attacks. In addition to this, there are items that increase ammo or can be used with vehicles, so get as many items as you can.

### INTRODUCTION TO WEAPON ITEMS

- |   |   |
|---|---|
|  <b>HEAVY MACHINE GUN:</b><br>A rapid firing automatic machine gun that can also scatter shots diagonally.          |  <b>ROCKET LAUNCHER:</b><br>Shoots rockets to neutralise enemies with an explosion and a shockwave.                        |
|  <b>SHOTGUN:</b><br>Impressive firepower but with limited range. Cannot be fired repeatedly.                        |  <b>FLAME SHOT:</b><br>A flame thrower. Because it shoots flames, it can attack enemies above.                             |
|  <b>LASER SHOT:</b><br>Shoots a powerful laser beam. Can pierce through soldiers like a hot knife through butter. |  <b>IRON LIZARD:</b><br>A fast, ground-hugging missile. It will move along the ground even if aimed upwards.             |
|  <b>ENEMY CHASER:</b><br>Fires missiles which home-in on enemies.   |  <b>SUPER GRENADE:</b><br>Has increased attack power and produces a giant shockwave. Its drawback: supplies are limited. |
|  <b>DROP SHOT:</b><br>Shoots a special explosive which bounces along the ground.                                  |  <b>THUNDER CLOUD:</b><br>Summons a thundercloud that plunks lightning bolts on the heads of enemies.                    |
|  <b>MOBILE SATELLITE:</b><br>A miniature satellite that takes out enemies with an auto-lock plasma beam.          |   |

### OTHER ITEMS

- |  |  |
|--|--|
|  <b>ADDITIONAL EXPLOSIVES ITEM:</b><br>Increases the supply of grenades and cannon shells.     |  <b>ADDITIONAL AMMO ITEM:</b><br>Increases the ammo for the power-up gun.                     |
|  <b>ADDITIONAL ENERGY ITEM:</b><br>Repairs the damage to vehicles.                             |  <b>BATTERY:</b><br>Only for the Elephant Slug. Allows it to fire lightning from its trunk.   |
|  <b>RED HOT PEPPER:</b><br>Only for the Elephant Slug. Allows it to fire flame from its trunk. |  <b>ARMOUR PIERCER:</b><br>Only for the Metal Slug. Makes the cannon storm on straight ahead. |



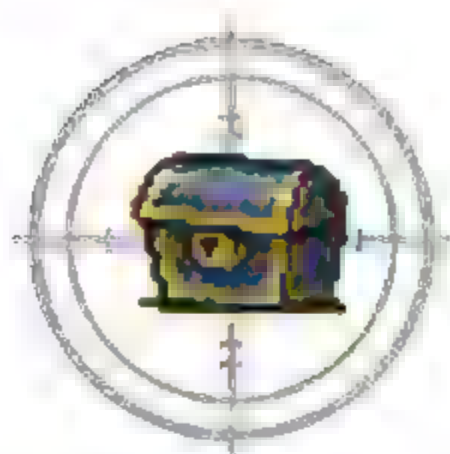
## SCORE ITEMS

Score items appear when you defeat enemies and rescue hostages during the game, and increase your score when you snag them. Hidden items may also appear when objects are destroyed in game stages.

### SCORE ITEMS



**KEY**



**TREASURE CHEST**



**JEWEL BOX**  
(YELLOW, BLUE AND RED)



**LETTER**



**CAN**



**SNAKE**



**DOLL**



**COIN...ETC**

### FOOD ITEMS



**FISH**



**BANANA BUNCH**



**TURKEY**



**CHICKEN**



**MEAT AND  
DUMPLINGS...ETC**

### RECOVERY ITEMS



#### **ZOMBIE VACCINE**

Turns you back into a human from a zombie state.



#### **HOLY WATER**

Turns you back into a human from a mummy state.



## VEHICLES

Various weapon-capable vehicles called 'slugs' are placed in each stage. Get close to a vehicle with an 'IN' message over it and push the  $\times$  button to get in (push 'down' on the directional button and the  $\times$  button simultaneously to get out). These vehicles come with a Vulcan cannon with unlimited ammo and a powerful special weapon, and they can turn the tide of battle in your favour if you master using them. Vehicles can withstand three enemy attacks, and using a Metal Slug Attack by pushing the  $\square$  and  $\times$  buttons simultaneously makes the vehicle bolt forward and self destruct to wipe out the enemy.

## VEHICLES



### METAL SLUG

A high-mobility, compact tank. It can jump as well as crouch when you push "down" on the directional button.



### SLUGNOID

A humanoid-shaped fighting mechanism. It packs two Vulcan cannons and boasts astounding jumping power.



### SLUG FLYER

A high tech VTOL fighter. It's the scourge of the sky equipped with high-speed missiles.



### SLUGMARINER

A one-man submarine. It's your fierce friend in the sea loaded with deadly torpedoes.



### SLUG COPTER

It's a compact fighter helicopter who is known as the 'Tank Terminator.'



### ELEPHANT SLUG

With certain items it can fire flames or electric bolts from its trunk.

**And of course there are many more vehicles where those came from!**



## ADDITIONAL INTEL

1. By diving into 'warp gates' which appear throughout game stages, you can find yourself in a new battlefield, perhaps...?! Warp gates, however, come in a variety of shapes and sizes, so keep your eyes peeled!

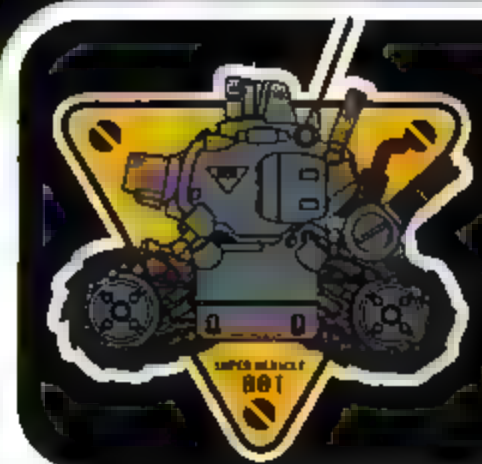


2. Make the most of being a zombie. The zombie state makes you invincible against certain enemies. Who says being undead is all bad?



3. By freeing the orangutan from his cage, he'll follow you around and help you fight the enemy! But this guy's fickle: he'll stop to pick his nose or snag some food, so don't put your life in his hairy hands! If you want some comic relief, though, set this little rascal free!
4. If you bump into a woman carrying a big backpack (Rumi or Madoka Aikawa), you've lucked out! These ladies are actually you're goddesses of fortune! As they stagger along, food items will fall from the hole in their backpack, and if you bump into them, they'll fall and drop weapon items!
5. There's a real warrior among the hostages. His name is Hyakutaro Ichimoji. He's imprisoned like the other hostages, but this is just his cover. This gung-ho gladiator overflowing with courage will begin to shoot light beams from both arms the moment He's rescued and fight alongside you.





# MISSION SELECT

You can begin the Arcade Mission from any mission you want here. There is a restriction, however, to selecting missions.



## CONDITION FOR SELECTING MISSIONS

You can only select the next mission after a mission you've completed in the Arcade Mission. For example, if you've only cleared the second mission in the Arcade Mission, you can begin play from any mission up to the third one using Mission Select.

## HOW TO BEGIN

First, move the cursor to the mission you want to play using the UP or DOWN directional buttons, then push the  $\times$  button to confirm. The mission then begins after you select Marco, Tarma, Eri or Fio.







# STORMING THE UFO MOTHER SHIP

This mission can be described as a special version of 'Metal Slug 3' that allows you to battle it out as one of Morden's soldiers. Sounds like fun to put yourself in the shoes of someone who always appears as your enemy, huh?! There's just one thing you must do however to play this game.... Read about it and other matters below.



## CONDITION FOR PLAYING THIS GAME

You can't play this mission until you've completed the Arcade Mission. That's right! This mission is a special version for only those who have completed their objective (Gulp!). Once you've met this condition, you can begin this mission by selecting 'STORMING THE UFO MOTHERSHIP' on the Main Menu Screen.

## MISSION OBJECTIVE

You become one of Morden's soldiers and try to take over the UFO mother ship. Morden's soldiers, however, are not as strong as Marco and his friends (put simply, they're wimps!). Rescue your comrades taken captive during this stage and carry out your mission while increasing the number of soldiers fighting alongside you. Take on this mission and discover that even though the strength of an individual soldier is weak, you'll be able to overcome any adversity if all of you just work together! So fight on, you nameless Morden soldier, you!

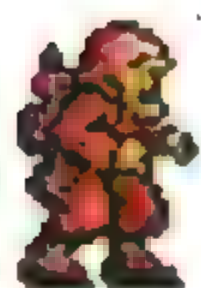
## COMMANDS

- START button .....Displays the Pause Menu
- Directional button .....Moves the character move, crouch (determines direction of shots)
- ☐ button .....Attack (Types of attacks vary with each character)
- ☒ button .....Jump
- ☐ button .....Summons Sergeant Allen



## CHOOSE YOUR SOLDIER AND MOVE OUT!

Before the game begins, you must choose one of three types of Morden's soldiers. Once you choose a character, the game will finally begin.



### GENERAL INFANTRY

In response to events, this proactive warrior will attack to support his fellow soldiers or lead the charge while protecting his comrades.



### BAZOOKA SOLDIER

Thanks to his overwhelming firepower, this guy is suited to wiping out enemies and plowing the way to victory for his fellow fighters.



### SHIELD SOLDIER

Because he can defend against enemy attacks with his shield, this soldier's combat efficacy is primarily protecting his comrades and leaving the attacking to them.

## INCREASING SOLDIERS

By hitting ropes with your shots, you can cut the bonds that hold fellow soldiers captive. Bumping into the soldiers whose ropes have been cut and have been set free allows you to rescue them and get them to follow and fight with you. Your player character and the rescued soldiers wear different coloured uniforms so you can easily tell them apart.

## PAUSE MENU

Pushing the START button during game play freezes the action on the screen and calls up the Pause Menu. Push the UP or DOWN directional button to select a menu item and push the X button to confirm.

**CONTINUE** Closes the Pause Menu and resumes play.

**QUIT GAME** Ends the game and returns you to the Title Screen.

## GAME OVER

You only get one Morden soldier, and you cannot continue the game when he bites the dust. Consequently, when your character perishes, the game ends. War is hell, isn't it?





# FAT ISLAND

This game is a bonus mini game for 'Metal Slug 3' - a fun game That's a little different because it requires you to get your character out of shape. There is one condition which must be met to play this game. This and other stuff is explained below.



## CONDITIONS TO MAKE PLAY POSSIBLE

You can't play this mini game unless you've cleared the Arcade Mission. That is, this is a bonus game that is a reward to those who have completed their objectives (Gulp!). When you've met this condition, let the munching begin by choosing 'Fat Island' on the Main Menu Screen.

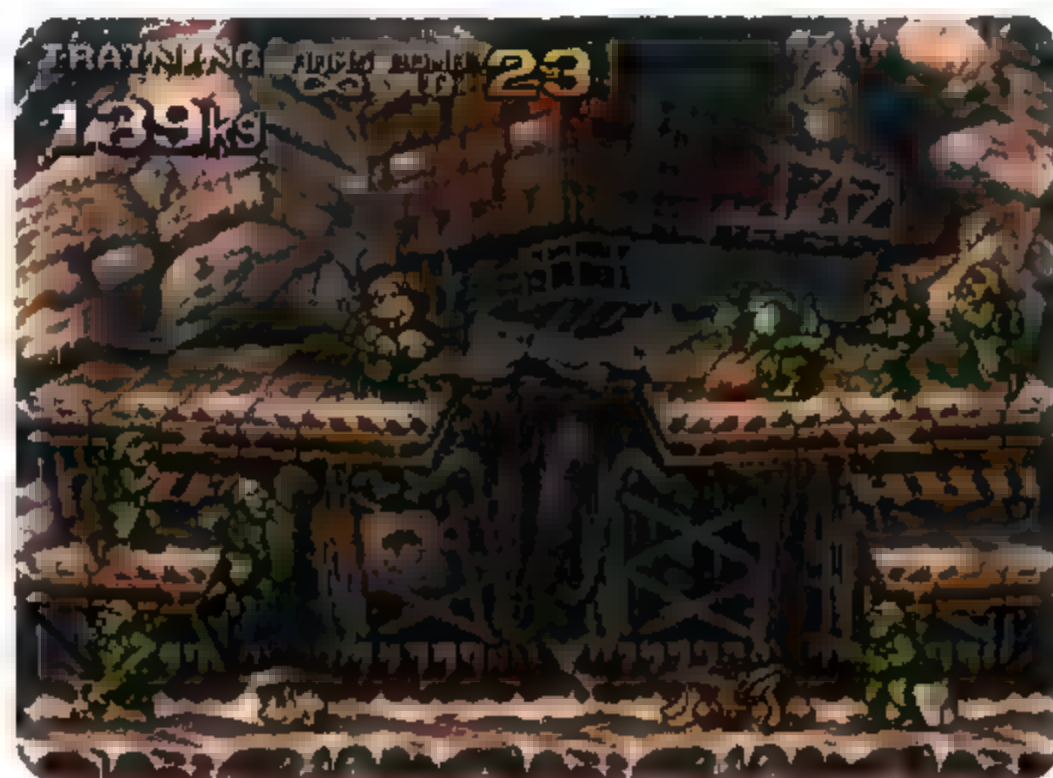
## GAME SUMMARY

In this game, you can choose from a single player mode 'Single Training' and a two-player mode 'Two-Player Contest'. First choose one of these modes and begin the game when you choose a character. The name of the game is to get food and gain weight, and the current weight of the character is displayed on the screen.

## GAME CONTENT

### SINGLE TRAINING

This is a game in which you must clear stages by meeting certain conditions and proceed to the next stage when the conditions are met. This game is training for the 'Two-Player Contest' wherein you must basically defeat enemies to get food items, learn how to use obstacle items, and learn how to avoid obstacle items.





## TWO-PLAYER CONTEST

Both Player 1 and Player 2 begin the game at a hefty 100 kilograms (220 pounds) each. By defeating the enemies who appear, players get food items to increase their weight; the first player to reach 200 (440 pounds) kilograms 'wins'. If you're defeated by enemies during the game, you can continue playing but realise that the importance of your weight will have decreased considerably.



## COMMANDS

- START button .....Calls up the Pause Menu.
- Directional button .....Moves character, crouch (determines direction of shots)
- button .....Shoots normal gun
- × button .....Jump
- button .....Throws obstacle items

## BEGINNING SINGLE PLAYER TRAINING

After choosing 'FAT ISLAND' on the Main Menu Screen, select 'SINGLE PLAYER TRAINING'. Once you have chosen your player character, the game will begin.

## BEGINNING TWO-PLAYER CONTESTS

After choosing 'FAT ISLAND' on the Main Menu, select 'TWO-PLAYER COMPETITION'. After each player has selected their player characters, the game will begin.

## PAUSE MENU

Pushing the START button during game play freezes action on the screen and calls up the Pause Menu. Select a menu item by pushing 'up' or 'down' on the directional button and push the × button to confirm.

**CONTINUE** Closes the Pause Menu and resumes play.

**QUIT GAME** Ends the game and returns you to the Title Screen.





# WAR RECORD REPORT

You can see your records for the Arcade Mission, the names of the hostages you rescued, and a list of war booty that you've accumulated here. Push UP or DOWN on the directional button to select the records you want to see and push the  $\times$  button to confirm.



## ARCADE MISSION SCORE

Displays scores acquired in the Arcade Mission in a ranking format.

## ARCADE MISSION TIME

Displays a ranking of times needed to complete the Arcade Mission.

## 'STORMING THE UFO MOTHER SHIP' MISSION SCORE

Displays a ranking of the scores acquired in the 'Storming the UFO Mother Ship' mission.

## 'STORMING THE UFO MOTHER SHIP' MISSION TIME

Displays a ranking of the times needed to complete the 'Storming of the UFO Mother Ship' mission.

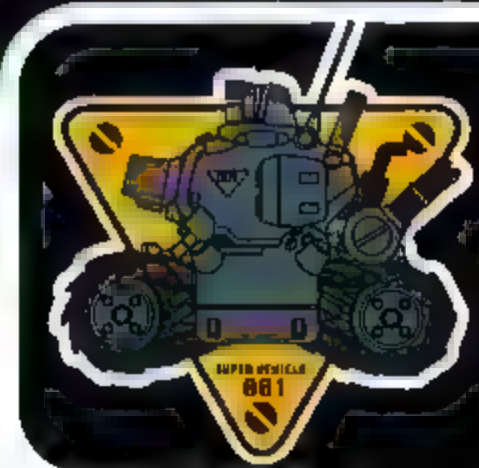
## TROOPS LIST

Displays a list of hostages rescued in the Arcade Mission.

## LIST OF WAR BOOTY

Displays a list of score items acquired in the Arcade Mission.





# OPTIONS

This allows you to change various game settings like the difficulty of the Arcade Mission and save or load game data. Select the item you want to change by pushing the up or down directional buttons and push the  $\times$  button to confirm.

## HERO

Determines the number of player characters you can have in the Arcade Mission. Change the number of characters by pushing the left and right directional buttons.



## DIFFICULTY

Lets you determine the difficulty of the Arcade Mission. Change the difficulty by pushing the left and right directional buttons.

## SOUND

Lets you set the sound output to stereo or mono. Change the sound by pushing the left and right directional buttons.

## KEY CONFIG

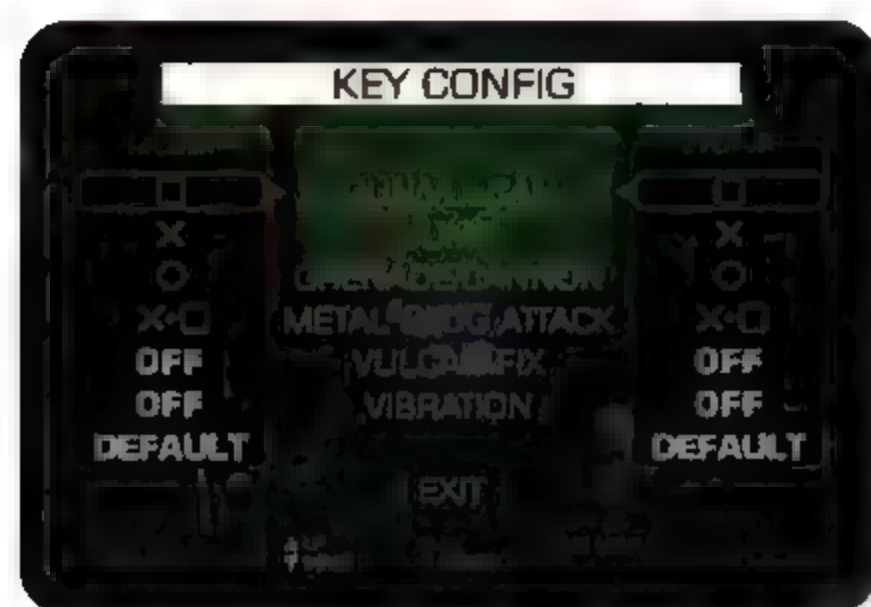
Calls up the BUTTON CONFIGURATION Screen.

## SAVE/LOAD

Calls up the Save/Load Screen (see p. 24).

## DEFAULT

Returns all settings changed with the Option Screen to their initial settings.



## BUTTON CONFIGURATION

Lets you change the button functions for both Player 1 and Player 2 controllers and turn the vibration function of the controller on or off. Select the items listed below to change settings. When all changes are completed, choose 'EXIT' with the cursor and push the  $\times$  button to confirm. You will return to the Options Screen.



GUN/VULCAN

Determines the button for using weapons like the normal gun, power-up gun, and Vulcan cannon.

**JUMP**

Determines the button for jumps.

GRENADÉ/CANNON

Determines the button for throwing grenades and shooting cannons.

## METAL SLUG ATTACK

Determines the button(s) for using the Metal Slug Attack.

## VULCAN FIX

By switching this to ON, you can fire a barrage of shots in sequence by depressing the Vulcan cannon button and fix the direction of the shot. This is normally set to OFF.

## VIBRATION

Lets you turn the vibration function of the controller on or off. When switched on, the controller will vibrate when your player character dies, when the rocket launcher is fired, and when the cannon of the Metal Slug is fired.

DEFAULT

Returns **all** of the changed settings carried out with the Key Configuration Screen to their initial settings.

## BUTTON CONFIGURATION COMMANDS

Directional button ..... Moves the selection cursor.

✕ button .....	Confirms items to be changed and opens the selection window / Confirms selected items in the selection window.
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 button .....Closes the selection window.

 button .....Calls up the Help menu.



## SAVE/LOAD

Allows you to save or load things like game data and option settings. Select items by pressing the up or down directional button and push the  $\times$  button to confirm.



### SAVE

Saves data to your memory card (8MB) (for PlayStation®2).

### LOAD

Loads data from your memory card (8MB) (for PlayStation®2).

### AUTO SAVE

Lets you turn the automatic save function on or off. Switch this on or off by pushing 'left' and 'right' on the directional button.

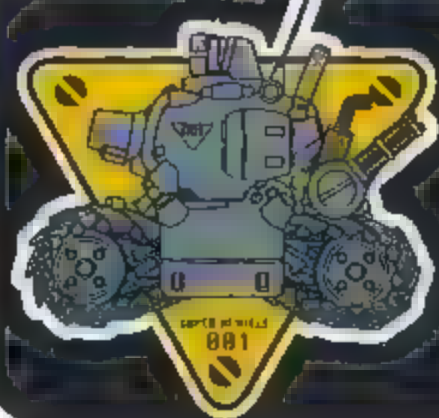
### EXIT

Returns you to the Option Screen when selected.

### DATA THAT CAN BE SAVED

- Arcade Mission score rankings and time rankings
- Score and time rankings for the Storming the UFO Mother Ship mission
- List of score items acquired during the game
- List of the names of rescued hostages
- Missions that can be selected on the Mission Select Screen
- Setting altered on the Options Screen
- Settings altered on the Button Config Screen





# CHARACTERS

## SENIOR SERGEANT MAJOR FIOLOINA GERMI

**FULL NAME:** Fiolina Germi  
**BIRTHPLACE:** Genova, Italy  
**OCCUPATION:** Senior Sergeant-Major, Sparrows Squad of the Government Forces Intelligence Agency,  
**BIRTHDATE:** October 2, 2008  
**HEIGHT:** 158 cm  
**WEIGHT:** 43 kg  
**BLOOD TYPE:** O  
**HOBBY:** Cooking, sewing  
**FAVOURITE FOOD:** Ice tea (Queen Mary)  
**FAVORITE THING:** Baking cake  
**TURN-OFF:** Hot drinks, hot baths  
**FAVORITE KEEPSAKE:** Her pet bear and companion from childhood, Peppino (stuffed animal)  
**SPECIAL SKILL:** Chiropractics and acupuncture, general housework, social dancing  
**FAVOURITE SAYING:** "I'm OK. It's cool."

## CAPTAIN TARMIDE ROVING

**FULL NAME:** Tarmide Roving III  
**BIRTHPLACE:** Hokkaido, Japan  
**OCCUPATION:** Captain, PF Squad of the Government Forces, Assistant Leader of First Squad  
**BIRTHDATE:** May 1, 2005  
**HEIGHT:** 174 cm  
**WEIGHT:** 68 kg  
**BLOOD TYPE:** A/B  
**HOBBY:** Customising motorcycles  
**FAVOURITE FOOD:** Fermented beans on rice  
**FAVOURITE THING:** Solitary motorcycle tours  
**TURN-OFF:** Superficial people  
**TURN-ON:** Time spent in the great outdoors  
**SPECIAL SKILL:** Painting metal, sleeping in the open (can sleep anywhere)  
**FAVOURITE SAYING:** "What's your next move?"







### ● SERGEANT, SECOND CLASS, ERI KASAMOTO

**FULL NAME:** Eri Kasamoto

**BIRTHPLACE:** Hiroshima, Japan

**OCCUPATION:** Sergeant, Second Class, Sparrows Squad of the Government Forces Intelligence Agency

**BIRTHDATE:** June 6, 2008

**HEIGHT:** 168 cm

**WEIGHT:** 50 kg

**BLOOD TYPE:** B

**HOBBY:** Swimming

**FAVOURITE FOOD:** Spiritas (really powerful alcohol)

**FAVOURITE THING:** Aimless walks

**TURN-OFF:** Riding vehicles she can't drive herself

**FAVORITE KEEPSAKE:** The casing from the first time she shot a person

**SPECIAL SKILL:** Picking locks, survival techniques

**FAVOURITE SAYING:** "Everybody is an island."

### ● MAJOR MARCO ROSSI

**FULL NAME:** Marchrius Dennis Rossi

**BIRTHPLACE:** Idaho, USA

**OCCUPATION:** Major, PF Squad of the Government Forces, Leader of First Squad

**BIRTHDATE:** April 13, 2005

**HEIGHT:** 180 cm

**WEIGHT:** 75 kg

**BLOOD TYPE:** A

**HOBBY:** Computer programming

**FAVOURITE FOOD:** Chinese noodles

**FAVOURITE THING:** Pitting AI programs he programmed himself against others on the Internet.

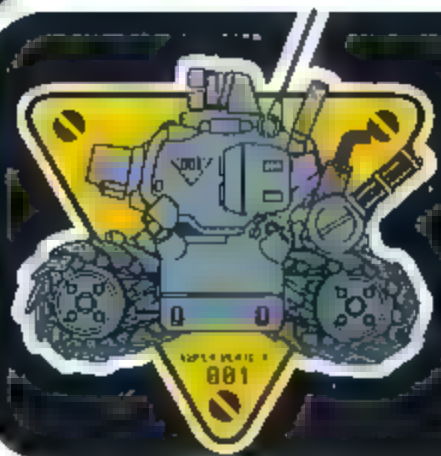
**TURN-OFF:** People who line-up at restaurants

**TURN-ON:** Time to absorb himself in his hobby

**SPECIAL SKILLS:** Performing mental calculations at computer speed, missing the right subway station, doing 'drunken master' imitations

**FAVOURITE SAYING:** "If you're not busy, read the source!"





# CREDITS

## SNK PLAYMORE/SNK NEOGEO

Executive Producer .....Eikichi Kawasaki  
Directors of Japan/US Relations .....Yoshihito Koyama, Miwako Gotoh  
Planning .....Akio, Meeher, Arita, Narusawa  
Lead Character Designer .....Akio  
Lead Background Designer .....Susumu  
Design Team .....Cannon, Tomo, Kozo, Kuichin, Flying Fox, Curry  
Lead Programmers .....Andy, ABA  
Programmers .....Tecchan-Take, Dramania Hide, Fujisawa, Nakatsuka, Seeker  
Sound Design.....HIYA!, Bero-ou, Hori\_Hori, Q\_Jirou, Maitaro  
Special Thanks: .....ALL SNK PLAYMORE, SNK NEOGEO AND NOISE FACTORY STAFF  
PRESENTED BY SNK PLAYMORE

## IGNITION

Managing Director .....Vijay Chadha  
Packaging, Manual and Layout.....Kelly-ann Styles  
Product Manager.....Peter Rollinson  
QA Manager .....Manoj Kumar  
Ops, Localisation and Dev Manager .....Jim Philpot  
Marketing Director .....Greg Baverstock  
European Sales .....Phu Tien  
UK Sales .....Simon Insull  
Information Technology .....Danny Bailey  
Logistics .....Joy Sreeraman  
Finance .....Richard Cooke, Ismail Essack





# METAL SLUG 3





# NOTES



## Customer Services Numbers

• **Australia** ————— **1300 365 911** —————

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Österreich** ————— **0820 44 45 40** —————

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Belgique/België/Belgien** ————— **011 516 406** —————

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Danmark** ————— **70 33 70 00** —————

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** ————— **0600-411911** —————

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** ————— **0820 31 32 33** —————

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Deutschland** ————— **01805 766 977** —————

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Ελλάδα** ————— **00 32 106 782 000** —————

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• **Ireland** ————— **0818 365065** —————

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Israel** ————— **09 971170** —————

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Italia** ————— **199 116 266** —————

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• **Malta** ————— **23 436300** —————

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Nederland** ————— **0495 574 817** —————

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• **New Zealand** ————— **09 415 2447** —————

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Norge** ————— **81 55 09 70** —————

Mon-Fre 15-21; Lør-Søndag 12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• **Portugal** ————— **707 23 23 10** —————

Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.

• **España** ————— **902 102 102** —————

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• **Sverige** ————— **08 587 822 25** —————

Mån-Fre 15-21, Lør-Søndag 12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• **Suisse/Schweiz/Svizzera** ————— **0848 84 00 85** —————

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **UK (network Gaming Only)** ————— **08702 42 22 99** —————

• **UK (all other enquiries)** ————— **08705 99 88 77** —————

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.





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